

Robert Sanchez

VISUAL DESIGN/ GRAPHIC DESIGN
WWW.ROBB-SANCHEZ.COM

VISUAL DESIGN
& DIGITAL MEDIA



PROFILE

A well-rounded artist with an extensive background: social media, content management, user experience and game development. With an emphasis on graphic design, user interface, user experience, interaction design, visual communications, motion graphics and branding, along with a background in 3D character animation and visual effects. Holds a reputation for open collaboration with coworkers on all aspects of creating effective art pipelines and content development process.

COMPUTER SKILLS

I am a consummate learner and always keeping myself up to date on the latest software always learning new programs.

Photoshop



Animate/ Flash



Power Point



Illustrator



Unity



Microsoft Word



After Effects



Sketch



Autodesk Maya



InDesign



Figma



HTML



PROFESSIONAL EXPERIENCE

● Motion Designer

RUN Studios/ Amazon

Mar. 2020 – May 2020

Created 2D / 3D motion graphic videos to capture a large digital audience using short form animated content. Daily meetings with product owners and the development team to take daily tasks and create high quality content. Using the content created, then created a series of localized videos focusing on timing and using scripts to keep content accuracy. Tools used were primarily Adobe After Effects, Premiere, Photoshop and Illustrator.

● Visual Design/ UI Design

Cat Daddy Games

Mar. 2018 – Sept. 2019

Created art assets for the Take Two's mobile release of "WWE Super Card" and "NBA 2K19." My primary focus built creative and original visual effects, in-game marketing assets, icons, in-game HUD elements and appealing playing cards with animated backgrounds.

● Art Director/ UX Designer

Attain/ Dept. of Defense

Dec. 2015 – Sept. 2017

Project management and designing quality graphics and user interfaces, aesthetic adjustments and cohesion to product owners guidelines. All for Military personnel and their family members seeking mental health resources. Assisted and built a visual library of assets to house information and data that developers, artist and project managers can access.

● UX/ UI Designer

Double Down Interactive

Mar. 2014 – Dec. 2015

Front-end HUD design and visual effects, with other responsibilities: worked on user research and collected data of similar platforms; built wireframes and created prototypes, giving a basic understanding of look and functionality to the front-end so users would have a smooth experience accessing content and games. Prototype exploration of future projects using Unity.


● Lead UI Designer


K.A.L.E./ Microsoft

Jan. 2013– Feb. 2014

As Lead UI Designer, created effects and animated transitions plus built out HUD elements for all stages of the game. Collaborated with art director on creating conceptual ideas. Trained new UI artists in the fundamentals of Expressions Blend. Kept project manager and developers apprised by giving weekly status updates on assets for the product.

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PROFESSIONAL EXPERIENCE (CONTINUED)

● Senior Game Artist

Gamehouse/ Real Networks
Jan. 2011 – Aug. 2012

Created concept and character designs, story-boarding and new ideas. I worked to design and create an atmosphere with scenes and images that draw players into the social experience, brainstorm, conceptualize, and implement UI components: character development, animation transitions, backgrounds, in-game HUD elements, badges, prize development.

● 2D Artist/ Animator

Big Fish Games
Feb. 2008 – Feb. 2010

Match-3 downloadable game. Working with design, engineering, and the lead artist to brainstorm, conceptualize, and implement UI components: front end menus, backgrounds, in-game HUD elements, icon development, and other various 2D elements. Creating an atmosphere with scenes and images that draw players into the experience, managing time, communicating cost estimates and project status to art director.

● UI Designer

Turn 10 Studios/ Microsoft
Sept. 2006 – Feb. 2007

Created unique and exciting graphical look of Forza Motorsport 2, a racing simulator video game for Xbox 360. Created engaging graphics and animations with solid user interface design following concept guidelines and comps to final game-ready screens. Used custom UI authoring toolset Anark Studio to implement designs in XAML.

● 3D Generalist/ UI Designer

Clinairo
Mar. 2014 – Dec. 2015

Charged with recruiting and managing team of 4 artist and designers on task, delegating assignments, directing and creating storyboards along with building and animating anatomical images for online medical video concepts. Mentored intern 3D artist in both software and development of video production process. Designed and created the new corporate identity along with creating illustrations and updating UI graphics and functionality for the website (www.emedtv.com).

PROFESSOR OF DIGITAL MEDIA

● Game Production Instructor

International Academy of Design and Technology/ 2011 - 2013

● Animation and Rigging Instructor

Northwest College of Art / 2009 - 2011

● Animation and Game Design Professor

Bellevue College / 2009 - 2011

EDUCATION

● Visual Communications/ Animation

Art Institute of Seattle

● Character Animation

Mesmer Labs



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